ASHEN HOUSE

INSTRUCTION CARD

Everyone knows about Ashen House and the darkness that lies within. All the old stories ran through Arica's mind when she learned she inherited the estate. Upon entering, the door shut fast behind her; forcing Arica to face her fears and find another exit. It quickly became clear that some of the old stories were more than true...

CONTROLS

2D Game Mode

move Doors/Inspect

Fight Mode

move B punch combo

Event Screen

Select change selection

Start confirm/continue

GAMEPLAY

Progress by opening doors and encountering random events. Gameplay is randomized and experience varies each time you play. Fight the darkness to progress and stave off your fear, balancing your physical and mental wellness in a randomized environment.

GAME OVER

Your game is over when either your health reaches zero or your fear counter reaches five.

CRAZYGROUPTRIO GAMES

NES MAKER